RadioShack®

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E-Chess™

Owner's Manual

Please read before using this equipment.

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❒ Features

Your RadioShack E-Chess computer is one of the most versatile chess computers available. Your computer can play chess at a relative strength of 1700.

The computer's many features include:

8 Teaching Modes — help you learn how to checkmate an opponent's king.

73 Chess Play Levels — let you match the level of difficulty to your skill level.

Opponent Selection — lets you play against the computer or another person, or have the computer play itself.

Chess Clocks — show the elapsed time for each move during a game or the total game time.

Liquid Crystal Display — shows current move, piece position and verification, level, position set up, and chess clock information.

34-Strategy Opening Book Library — contains most major opening strategies, so the computer can respond more rapidly during a game's opening moves. This speeds up play and helps you play more professionally.

Undo — lets you take back the previous move, to help you improve your game.

Rule Enforcement — the computer prevents illegal moves like a game referee, to help beginners learn the rules.

Power Off Option — lets you turn off the computer without interrupting the game in progress, so you can continue playing later.

Help — shows you all legal moves you can make during a game.

Move Suggestion — lets you ask the computer to suggest your next move, teaching you the best response to an opponent's move.

Great Game Library — the computer contains 16 historic games in its memory, letting you practice your chess skills against the moves of the greatest players on earth.

Problem Setup — lets you set up special chess problems so you can practice solving problems published in newspapers, chess literature, or history books.

Contrast Adjustment — lets you adjust the display contrast to the desired level for easier viewing.

Note: We recommend that you read these instructions thoroughly before you use your computer.

❒ *Preparation*

INSTALLING/REPLACING BATTERIES

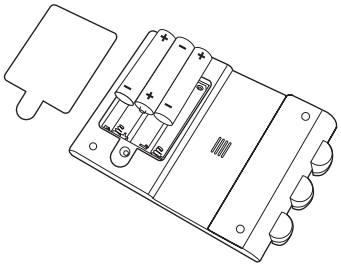
Your computer requires three AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Important: If you are replacing the computer's batteries, make sure you turn off the computer before opening the battery compartment cover. This saves the current game in the computer. Your computer saves any games in its memory for about 30 seconds after you remove the batteries.

1. To save the current game and turn off the computer, press **RATING/OFF**.
2. Use a Phillips screwdriver to remove the screw from the battery compartment cover, then lift off the cover.



3. Place the batteries in the compartment as indicated by the polarity symbols (+ and –) marked inside.

   When you install the batteries, **01 CHESS** appears, pieces appear on the chess board display, and the computer sounds a tone.

   Note: If the computer does not operate properly, you might need to reset it. See "Resetting the Computer" on Page 5.

4. Replace the cover and secure it with the screw.

When the display dims, the sound becomes weak or distorted, or the computer stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

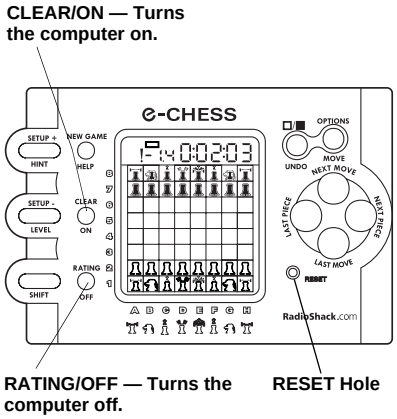
Caution: If you do not plan to use the computer for a month or more, remove the batteries. Batteries can leak

chemicals that can destroy electronic parts.

RESETTING THE COMPUTER

If your computer does not work properly after you replace the batteries, insert a pointed object, such as a straightened paper clip, into the **RESET** hole on the front of the computer. The computer sounds a tone and **01 CHESS** appears.

Note: Resetting the computer clears any game you stored.



TURNING THE COMPUTER ON/OFF

Press **CLEAR/ON** to turn on the computer.

Note: If you replace the batteries without saving the current game or press **RESET**, the computer resets itself to a new game. After that, the computer resets itself to Level 01. For more information, see "Chess Play Levels" on Page 12.

To save the current game and turn off the computer, press **RATING/OFF**.

Important: If the computer is thinking, it might not turn off when you press **RATING/OFF**. If this happens, press **OPTIONS/MOVE** to force the computer to make its move, then press **RATING/OFF**.

The computer stores all of the game positions and any next-move calculations it has computed.

To continue playing the current game, press **CLEAR/ON** again.

SETTING THE AUTOMATIC SHUT-OFF TIME

The computer automatically turns itself off if you do not press a button for 8 minutes. Follow these steps to change the automatic shut-off time.

1. Press **SHIFT**. **MODE** appears.
2. Repeatedly press **OPTIONS/MOVE** until **SLEEP** appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until the desired time appears. The time is displayed in minutes.

To turn off the automatic shut-off function, set the time to **00**.

To continue playing the current game, press **CLEAR/ON**.

TURNING THE SOUND ON/OFF

The computer normally sounds beeps during a game and every time you press a button. Follow these steps to turn the sound on or off.

1. Press **SHIFT**. mOdE appears.
2. Repeatedly press **OPTIONS/ MOVE** until SOUnd appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until 0 (no sound except error beep), 1 (no key sound), or 2 (all sounds on) appears.

To continue playing the current game, press **CLEAR/ON** again.

ADJUSTING THE CONTRAST

1. Press **SHIFT**. mOdE appears.
2. Repeatedly press □/■**/UNDO** until the contrast you want to see appears.

To continue playing the current game, press **CLEAR/ON** again.

❒ *Basic Chess Instructions*

THE CHESS BOARD

Following international chess notation, the chess board is made up of 8 vertical rows called files, and 8 horizontal rows called ranks.

Each file (left to right) is designated by a letter of the alphabet (A through H), and consists of 8 squares alternately colored green and silver.

Each rank (bottom to top) is designated by a number (1 through 8), and also consists of 8 squares alternately colored green and silver.

Note: The silver and green squares are referred to as “white” and “black,” respectively, throughout the rest of this manual.

THE GAME PIECES

There are 16 white and 16 black pieces, 32 in all. Each color has these pieces.

Each kind of piece moves in a different way.

/ **(rook)** — can move any number of squares vertically or horizontally, but it cannot move through a square occupied by another piece.

/ **(knight)** — moves in an L-shaped pattern. It moves 2 squares

horizontally or vertically, then moves 1 additional square at a right angle from its first move. At the end of its move, the knight must land on a square of a different color than the one it started from.

The knight can move even if the squares it moves through are occupied. (It is the only piece that can "jump" another piece.)

(bishop) — can move any number of squares diagonally, but it cannot move through a square occupied by another piece.

(queen) — can move any number of squares vertically, horizontally, or diagonally. (The queen's moves are a combination of the rook's and bishop's moves.) The queen cannot move through a square occupied by another piece.

(king) — can move only 1 square vertically, horizontally, or diagonally.

(pawn) — can move only 1 (or 2) squares directly forward, except when capturing another piece. It captures a piece by moving diagonally forward 1 square, except when capturing en passant. (See "Capturing En Passant"). When it moves from its original position, it can move 1 or 2 squares forward. On subsequent moves, it can only move 1 square.

A pawn can be promoted to a piece of higher rank. See "Promoting a Pawn" on Page 8.

GAME RULES

Checkmate — The Object of the Game

The object of the game is to position your pieces so your next move would capture the opponent's king, and your opponent cannot move, protect the king, or capture your piece. This is called checkmate.

Check

Check occurs when a player's piece directly threatens to capture the opponent's king, but the opponent can move the king, or another piece, to escape capture.

Capturing

To capture a piece, you move your piece into the square occupied by the piece you are capturing, except when capturing an opponent's pawn en passant (see "Capturing En Passant"). Remove the captured piece from the board.

Capturing En Passant

A pawn can capture an opponent's pawn that has just moved 2 squares from its original position.

Here's an example of an en passant capture.

1. The white pawn advances from E4 to E5. The black pawn is still in its original position (D7).

2. The black pawn advances from D7 to D5.

3. The white pawn advances to D6 (one square behind the black pawn's position). The black pawn is captured by the white pawn, even though the exact square it is on is not occupied by the white pawn.

Promoting a Pawn

When your pawn crosses the entire board, you can promote it to a queen or another piece, even if the queen or other piece is still on the board.

Castling

Castling protects the king from a potential check or checkmate situation by hiding it behind a fortified position or moving it out of immediate danger of attack. You can castle if:

- The king has not moved from his original position.
- The rook that you want to move by castling has not moved from its original position.
- The king is not placed in check on its current square, the square to which it is going, or a square it passes over.
- The squares between the king and the rook are not occupied.

In castling, the king moves 2 squares in the direction of either rook. The rook that is closest to the king after the king has moved now moves to the square right next to and on the other side of the king. Castling counts as 1 move.

Notes:

- If a rook is on the same side of the board as the king's square, this is called a *king's side castle*. If the rook is on the same side of the board as the queen's square, this is called a *queen's side castle*.
- In castling, the king always moves first, then the rook.

❒ *Basic Operation*

STARTING A NEW GAME

To start a new game and erase any game stored in memory, press **SHIFT** then **NEW GAME/HELP.** **01 CHESS** appears and the computer sounds a tone.

Note: The computer always starts a new game with you playing the white pieces and your opponent playing the black pieces.

ENTERING MOVES

Playing chess against the computer is like playing with a human opponent — you make your move, and the computer responds with its move.

Making a move involves a FROM square and a TO square. The FROM square is the current location of the piece you plan to move; the TO square is where you are moving the piece.

Notes:

- On the display, □ indicates it is white's turn to move, while ■ indicates it is black's turn to move.
- You cannot enter a command before the computer makes its move.

1. When it is your turn to move, repeatedly press **NEXT PIECE** or **LAST PIECE** to select the piece you want to move. The piece alternately flashes on its FROM square and one of its legal destinations.
2. If the move that appears is not the one you want, repeatedly press **NEXT MOVE** or **LAST MOVE** to select other legal moves for the piece.

   Notes:

   - If the next move you make will capture one of your opponent's pieces, press **LAST MOVE** instead of **NEXT MOVE** to move more quickly.
   - To select a different piece after you pressed **LAST MOVE** or **NEXT MOVE** in this step**,** repeat Steps 1 and 2.
3. Press **OPTION/MOVE** to make your move. ■ flashes to indicate it is the computer's turn, and the game timer counts up while the computer plans its move.

   Notes:

   - The computer might respond instantly, so you might not see ■ flash and the game timer count up.
   - If you do not want to wait for the computer to calculate its move, you can press **OPTIONS/MOVE** to force the computer to make a move.
   - To select a different move after you pressed **OPTIONS/ MOVE** in this step, you must wait for the computer to make its move, then press □/■ **/ UNDO** to take back the computer's move. Press □/■ **/ UNDO** again to take back your previous move.
4. Once the computer has determined its move, the piece it selects to move flashes on its FROM square and TO square alternatively, then stops on its TO square. The computer displays

□ to indicate it is your turn to move, and the game timer continues to count up.

HAVING THE COMPUTER SUGGEST A MOVE

The computer can suggest moves for you during a game.

To view the move the computer suggests for you, press **SETUP +/HINT** during your turn. The computer displays the move it suggests. Press **OPTIONS/MOVE** to make the move the computer suggested, or repeatedly press **NEXT PIECE** or **LAST PIECE** to select another move and continue the game.

Note: The game timer continues to count up while you press **SETUP +/HINT**.

CHANGING COLORS WITH THE COMPUTER

The computer is set so you play the white pieces and it plays the black pieces. You can change colors with the computer so it plays the white pieces and you play the black pieces.

To change colors with the computer before you begin a game, press **OPTIONS/MOVE**. To change colors with the computer during a game, press □/■**/UNDO** when it is your turn to move. The game timer counts up and ■ flashes while the computer takes back its last move. Then you can take over and enter moves for the computer's side and continue to play the same game.

SHOWING ALL LEGAL MOVES

The computer can show each legal move you can make during a game.

1. Press **NEW GAME/HELP**. **On HELP** appears.
2. Press **CLEAR/ON** to return to the current game.
3. When it is your turn to move, repeatedly press **NEXT PIECE** or **LAST PIECE** to select the piece you want to move. **FrOM** appears, the piece you selected flashes on its FROM square, and small piece icons flash on any squares that are legal destinations for the piece you selected.
4. If the move that appears is not the one you want, repeatedly press **NEXT MOVE** or **LAST MOVE** to select other legal moves for the piece.
5. Press **OPTION/MOVE** to make your move.

To turn off legal move display, repeat Steps 1–5, repeatedly pressing **NEW GAME/HELP** in Step 1 until **On** disappears.

DISPLAYING GAME INFORMATION

Elapsed Time Since Current Game Started

The computer normally shows the elapsed time for each move during a game. Follow these steps to set the computer so it shows the elapsed time since it started the current game.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until TOTAL appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until On appears (the computer displays the elapsed time since it started the current game) or disappears (the computer displays the elapsed time for each move).
4. Press **CLEAR/ON** to start the game.

Move Score

The computer normally shows the sequence of the current move. Follow these steps to set the computer so it shows a score based on the computer's evaluation of the current move you are making.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until SCORE appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until On appears (the computer displays the move score) or disappears (the computer displays the sequence of the current move).
4. Press **CLEAR/ON** to start or resume the game.

Note: A move score prefaced with a **-** means that the computer is winning the current game.

Rotating Game Information

You can set the computer so it continuously shows the current move score, depth of search (number of moves the computer is thinking ahead), the best move the computer considered playing, and the elapsed time since it started the current game.

Note: The computer shows rotating game information only when it is set to Level 5 or above.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until INFO appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until On appears (the computer displays rotating game information) or disappears (the computer does not display rotating game information).
4. Press **CLEAR/ON** to start or resume the game.

GAME INDICATORS

Checkmate

Whenever a checkmate situation occurs on the board, the computer sounds a beep. If you checkmated the computer, LOSE appears. If the computer checkmated you, + and MATE appear.

To start another game, press **SHIFT** then **NEW GAME/HELP**.

Check

Whenever a check situation occurs on the board, CHEC appears for a few seconds, then + appears and the game timer continues to count up, indicating that a king is in check.

Draw

When the computer detects the conditions for a draw game, DrAW appears. DrAW appears if there is a three-time repetition of position, if no pawn has been moved, or no pieces have been captured for 50 moves.

You can ignore the draw indicator and continue the game. If a stalemate is reached, StALE (stalemate) appears.

Capture

! appears during a game when one of your pieces is threatened with capture.

Rating

When ¤ appears, the computer can rate the game you are playing.

1. Press **SHIFT** then **RATING/OFF**. The current rating appears.
2. Repeatedly press **OPTIONS/ MOVE** until Win appears (if you won the game), .LOSE appears (if you lost the game), or DrAW appears (if you drew the game).
3. Press **RATING/OFF**. Your new rating appears.
4. Press **CLEAR/ON** to return to the game.

CHESS PLAY LEVELS

When you play against the computer, you can select a level that matches your skill level. There are 73 different levels (each described under “Choosing a Level” on Page 13).

Changing the Level

Note: You can only change the level when it is your turn to play.

1. Press **SETUP –/LEVEL**.
2. Repeatedly press **NEXT PIECE** or **LAST PIECE** (to move one at a time through the level list) or **NEXT MOVE** or **LAST MOVE** (to move ten at a time through the level list) until the level you want appears.

3. Press **CLEAR/ON** to start the game.

Choosing a Level

Each level allows your computer to think for different periods of time (tournament players call these periods “time controls”). The longer your computer thinks, the better moves it makes. Generally the first four levels are for beginners while the remaining levels are for more accomplished players.

If you are a beginner, start out with the beginner levels (L01 through L04). The computer purposely makes mistakes on these levels so you can beat the computer and learn while you play. The beginner levels restrict the computer's search depth, resulting in weaker play.

If you are an advanced player, try the advanced levels (L05 through L72) or the infinite level (L73).

Note: When you set the level, keep in mind that the more time the computer has to think about its moves, the better it plays.

Beginner Levels (L01–L04)

The four beginner levels are designed especially for beginning players. The computer weakens its play by intentionally ignoring data. You can see the computer leave pieces unguarded and force the loss of material by throwing away pieces.

Level L1 is the easiest. The computer’s playing strength increases gradually up through L4.

Level	Time Per Move
L01	4 Seconds
L02	8 Seconds
L03	12 Seconds
L04	16 Seconds

Advanced Levels (L05–L72)

The 68 advanced levels let you control the computer's strength by limiting the time it has to think for each move. As the levels go up, the computer becomes stronger — the more time you give the computer to think, the better it plays.

Note: The time-per-move figure is the average time the computer takes to make each move. During the opening moves of a game, the computer might move more quickly.

Level	Time Per Move
L05	5 Seconds
L06	6 Seconds
L07	7 Seconds
L08	8 Seconds
L09	9 Seconds
L10	10 Seconds
L11	11 Seconds
L12	12 Seconds
L13	13 Seconds
L14	14 Seconds

Level	Time Per Move
L15	15 Seconds
L16	17 Seconds
L17	19 Seconds
L18	21 Seconds
L19	23 Seconds
L20	25 Seconds
L21	27 Seconds
L22	29 Seconds
L23	31 Seconds
L24	33 Seconds
L25	35 Seconds
L26	37 Seconds
L27	39 Seconds
L28	41 Seconds
L29	43 Seconds
L30	45 Seconds
L31	47 Seconds
L32	49 Seconds
L33	51 Seconds
L34	53 Seconds
L35	55 Seconds
L36	57 Seconds
L37	59 Seconds
L38	1 Minute 1 Second
L39	1 Minute 3 Seconds
L40	1 Minute 5 Seconds
L41	1 Minute 7 Seconds
L42	1 Minute 9 Seconds
L43	1 Minute 11 Seconds
L44	1 Minute 13 Seconds
L45	1 Minute 15 Seconds

Level	Time Per Move
L46	1 Minute 17 Seconds
L47	1 Minute 19 Seconds
L48	1 Minute 21 Seconds
L49	1 Minute 23 Seconds
L50	1 Minute 25 Seconds
L51	1 Minute 27 Seconds
L52	1 Minute 29 Seconds
L53	1 Minute 31 Seconds
L54	1 Minute 33 Seconds
L55	1 Minute 35 Seconds
L56	1 Minute 37 Seconds
L57	1 Minute 39 Seconds
L58	1 Minute 41 Seconds
L59	1 Minute 43 Seconds
L60	1 Minute 45 Seconds
L61	1 Minute 47 Seconds
L62	1 Minute 49 Seconds
L63	1 Minute 51 Seconds
L64	1 Minute 53 Seconds
L65	1 Minute 55 Seconds
L66	1 Minute 57 Seconds
L67	1 Minute 59 Seconds
L68	2 Minutes 1 Second
L69	2 Minutes 3 Seconds
L70	2 Minutes 5 Seconds
L71	2 Minutes 7 Seconds
L72	2 Minutes 9 Seconds

Infinite Level (L73)

The infinite level lets the computer search for a move as long as it can

find any way to checkmate an opponent.

Setting a Level Mode

You can set the computer to change the way it plays within a level. In *fast* level mode, the computer makes more selective searches and looks more deeply into its position even if some tactical moves are missing. In *random* level mode, the computer randomly chooses between two good moves, letting you practice and play against different responses.

Notes:

- The computer's thinking time might vary if you select a level mode.
- You can set a level mode at any level.

1. Press **SETUP –/LEVEL**.
2. Repeatedly press **OPTIONS/ MOVE** until **FAST** appears (to set the fast level mode) or until **rAnD** appears (to set the random level mode).
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until **On** appears (the computer plays in the level mode you set) or disappears (the computer does not play in the level mode you set).
4. Press **CLEAR/ON** to start the game.

❒ *Advanced Chess Functions*

UNDOING MOVES

This function lets you take back any move made by you or the computer after the move has been completed.

Notes:

- You can take back as many as 26 half-moves during a game.
- To take back your own move, you must first let the computer make a counter-move, then take back the computer's counter-move first.

To undo a move, press □/■**/UNDO** when it is your turn to move. The computer takes back its last move. Press □/■**/UNDO** again when it is the computer's turn to move. The computer takes back your previous move.

SELECTING AN OPPONENT

The computer lets you select the opponent you want to play. You can play against the computer, against another person, or have the computer play itself.

Note: You can select an opponent at any time.

The computer is normally set so you play against it. Follow these steps to set the computer so you can play against another person or have the computer play itself.

1. Press **SHIFT**. mOdE appears.
2. Repeatedly press **OPTIONS/MOVE** until PLAYr appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until 0 appears (to have the computer play itself), 1 appears (to play against the computer), or 2 appears (to play against another person).
4. Press **CLEAR/ON**, then press **OPTIONS/MOVE** twice if you selected 0 in Step 3. If you selected 2 in Step 3, = appears.
5. Press **OPTIONS/MOVE** at any time to stop auto play.

USING OPENING BOOKS

The computer's opening book memory contains 34 major opening strategies so the computer can respond more rapidly during a game's opening moves.

You can select any of the following opening books.

Number	Opening Book Name
1	Ruy Lopez, Exchange Variation
2	Ruy Lopez, Closed Defense
3	Ruy Lopez, Open Defense
4	Ruy Lopez, Archangel Defense
5	Gluoco Piano
6	Scotch Game
7	Four Knights
8	Petroff Defense
9	Vienna Game
10	Sicilian, Classical Defense
11	Sicilian, Accelerated Defense
12	Sicilian, Rossolimo Attack
13	Sicilian, Dragon Variation
14	Sicilian, Scheveningen Variation
15	Sicilian, Najdorf Variation
16	Sicilian, Moscow Variation
17	Caro-Kann Defense
18	Panov-Botvinnik Attack
19	French Defense, Winawer Variation
20	French Defense, Classical Defense

Number	Opening Book Name
21	French Defense, McCutcheon Variation
22	French Defense, Tarrasch Variation
23	Queen's Gambit, Accepted
24	Queen's Gambit, Declined
25	Queen's Gambit, Semi-Slav Defense
26	Queen's Gambit, Tarrasch Defense
27	Queen's Gambit, Slav Defense
28	Nimzo-Indian Defense, Rubenstein Variation
29	Nimzo-Indian Defense, Classical Variation
30	Queen's Indian Defense
31	Queen's Indian Defense, Petrosian Variation
32	Bogo-Indian Defense
33	Gruenfeld Defense
34	King's Indian Defense

You can influence the computer's play by selecting any of these options. When you select an option, the computer selects positions more often from that option.

Note: You cannot select an opening book during a game.

1. Press **SHIFT**. mOdE appears.
2. Repeatedly press **OPTIONS/ MOVE** until OPEn appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until the number for the opening book you selected appears.
4. Press **CLEAR/ON** to start the game.

The computer beeps if a move you make is not the correct opening move for the book you selected. To learn the correct move, press **SETUP +/HINT** during your turn. The computer displays the correct move.

OPEn appears when the computer makes a move in the opening book you selected, to indicate that there is another opening move. If OPEn does not appear, you can continue the normal play.

Note: If you want to make your own move at the beginning of the game, set the computer to play against another person (see "Selecting an Opponent" on Page 16), enter moves for both sides until you reach the opening position you want to practice, then set the computer so you are playing against the computer.

PLAYING GREAT GAMES

The computer shows you the moves from 16 world-class games and tests you on your knowledge of those games.

You can select any of the following great games.

Number	Name
1	Adolf Anderssen vs. Lionel Kieseritsky, London, 1851
2	Adolf Anderssen vs. J. Dufresne, Berlin, 1852
3	Paul Morphy vs. Duke Karl & Count Isouard, Paris, 1858
4	Wilhelm Steinitz vs. Kurt von Bardeleben, Hastings, 1895
5	Alexander Alekhine vs. O. Tenner, Cologne, 1911
6	Gaudersen vs. Paul, Melbourne, 1928
7	Edward Lasker vs. George Thormas, London, 1910
8	Wilhelm Steinitz vs. A. Mongredien, London, 1862
9	Aaron Nimzovich vs. S. Alapin, Riga, 1913
10	Jose Capablanca vs. Herman Steiner, Los Angeles, 1933
11	Mikhall Botvinnlk vs. Paul Keres, The Hague, 1948
12	J. Banas vs. P. Lukacs, Trnava, 1986
13	Anatoly Karpov vs. Victor Korchnoi, Moscow, 1974
14	Boris Spassky vs. Tigran Petrosian, Moscow, 1969
15	Robert Fischer vs. Reuben Fine, New York, 1963
16	Lajos Portisch vs. Johannessen, Havana, 1966

Note: You cannot select a great game during a game.

1. Press **SHIFT**. mOdE appears.
2. Repeatedly press **OPTIONS/ MOVE** until GAME appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until the number for the great game you selected appears. The first two moves of the great game you selected appear.
4. Press **CLEAR/ON** to start the game.

As you play the great game you selected, the computer displays a score showing how well you know the moves in the game.

Most moves start with 4 bonus points but some brilliant moves start with 8 points.

If you don't enter the correct great game move, the computer sounds an error beep and the bonus points you have accumulated reduce by half. If you lose all your bonus points, the computer shows the correct move.

PLAYING MATE-IN-PROBLEM GAMES

The computer shows you the moves from 31 mate-in-2-problem games and one mate-in-3-problem game.

Note: You cannot select a mate-in-problem game during a game.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until MATE appears.
3. Repeatedly press **NEXT PIECE** or **LAST PIECE** to select a mate-in-problem game. The pieces and their positions in each game appear.
4. Press **CLEAR/ON** to start the game.
5. If you cannot find the solution for the next move, press **OPTIONS/ MOVE** twice to let the computer enter the move.

USING TEACHING MODES

Your computer has eight built-in teaching modes that you can use to help you learn how to checkmate an opponent's king. Your computer includes the following teaching modes.

- Kings, pawns
- Kings, pawns, knights
- Kings, pawns, bishops
- Kings, pawns, rooks
- Kings, pawns, queens
- Kings, white bishops
- Kings, white rooks
- Kings, white queen

In the teaching mode, the computer sets up the display to simulate a real game where both the black and white kings and other pieces are in their starting positions. This lets you play a game using only the pieces you set up, making it easy to see only the strengths and weaknesses of the piece you selected without being distracted by other pieces.

Note: You cannot select a teaching mode during a game.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until TrAIn appears.

3. Repeatedly press **NEXT PIECE** or **LAST PIECE** until the teaching mode you want appears.

4. Press **CLEAR/ON** to start the game.

USING PROBLEM SETUP

You can use the problem setup mode to add a piece, remove a piece, or change the position of any piece on the board. You can use the problem setup mode at any time.

Removing a Piece

1. Press **SHIFT**. MODE appears.

2. Press **SETUP –/LEVEL** or **SETUP +/HINT.** SEtUP appears.

3. Repeatedly press **NEXT PIECE**, **LAST PIECE**, **NEXT MOVE**, and **LAST MOVE** to move the small piece icon to the square occupied by the piece you want to remove. The piece you selected is replaced on its FROM square by the small piece icon.

4. Press **OPTIONS/MOVE**.

5. Press **CLEAR/ON** to resume the game.

Adding a Piece

1. Press **SHIFT**. MODE appears.

2. Press **SETUP –/LEVEL** or **SETUP +/HINT.** SEtUP appears.

3. Repeatedly press **NEXT PIECE**, **LAST PIECE**, **NEXT MOVE**, and **LAST MOVE** to move the small piece icon to the square where you want to add the piece.

4. Repeatedly press **SETUP –/LEVEL** or **SETUP +/HINT** to select the piece you want to add. When the piece you want to add appears, press **OPTIONS/MOVE** to confirm it. Then press **CLEAR/ON** to resume.

Changing a Piece

1. Press **SHIFT**. MODE appears.

2. Press **SETUP –/LEVEL** or **SETUP +/HINT.** SEtUP appears.

3. Repeatedly press **NEXT PIECE**, **LAST PIECE**, **NEXT MOVE**, and **LAST MOVE** to move the small piece icon to the square occupied by the piece you want to change. The piece you selected is replaced on its FROM square by the small piece icon.

4. Repeatedly press **SETUP +/HINT** or **SETUP –/LEVEL** to select the new piece. When the piece you want to change appears, press **OPTIONS/MOVE** to confirm it. Then press **CLEAR/ON** to resume.

Clearing the Board/ Placing Pieces

You can clear all pieces from the chessboard then select and set pieces where you want them.

Note: The computer sounds an error beep if it detects some illegal settings.

1. Press **SHIFT**. MODE appears.
2. Repeatedly press **OPTIONS/ MOVE** until CLrBr (clear board) appears. The board is cleared of all pieces.
3. Press **SETUP +/HINT** or **SETUP –/ LEVEL**. The chessboard is cleared of all pieces. Then SetUP appears and a piece flashes.
4. Repeatedly press **NEXT MOVE**, **LAST MOVE**, **NEXT PIECE**, and **LAST PIECE** to move the piece to the square you want.
5. Repeatedly press **SETUP +/HINT** or **SETUP –/LEVEL** to select the piece you want to place.
6. If necessary, repeatedly press □/■**/UNDO** to change the color of the piece you want to place, then press **OPTIONS/MOVE** to confirm the piece.
7. Press **NEXT MOVE**, **LAST MOVE**, **NEXT PIECE**, or **LAST PIECE.** Another piece appears.
8. Repeat Steps 4–7 to add additional pieces to the board.
9. Once you have placed all the pieces you want, press **CLEAR/ ON** to start the game.

❒ *Troubleshooting*

If your computer is not working as it should, follow the suggestions below to see if you can eliminate the problem. If you cannot, take the computer to your local RadioShack store for assistance.

Problem	Suggestion
The display is dim or blank, or the computer does not work.	Check the batteries.
	Press the **RESET** hole to clear the display.
The computer does not accept a legal move.	Verify your position to make sure it is correct.
	Press **OPTIONS/MOVE** to interrupt the computer.
	Check the level and fill the blank with the allowable color code.
You cannot resume the current game.	Press **SHIFT** then **NEW GAME/HELP** to start a new game.

Problem	Suggestion
The computer does not make a move.	Make sure the computer is not set to play itself. See “Selecting an Opponent” on Page 16.
	Press **OPTIONS/MOVE** to interrupt the computer.
	If you are playing at Level 73, the computer might take a long time to make a move. This is not a malfunction.
	Verify that a move you made was a legal move.
The computer makes instant or irrational moves.	Press the **RESET** hole to reset the computer.
	Replace the batteries.
The computer is set to play itself, but the computer makes a counter-move after you play a different game.	Make sure the computer is set to play itself. See “Selecting an Opponent” on Page 16.
During a game, the computer does not beep.	The computer’s sound is off. Turn on the sound. See “Turning the Sound On/Off” on Page 6.

CARE

Keep the computer dry; if it gets wet, wipe it dry immediately. Use and store the computer only in normal temperature environments. Handle the computer carefully; do not drop it. Keep the computer away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the computer’s internal components can cause a malfunction and invalidate its warranty. If your computer is not performing as it should, take it to your local RadioShack store for assistance.

❒ Notes

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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